KNIGHTS & THE WESTEROS	TABLE									
Role Overview										
The Knight is the military power										
	field to attack, defend, and restore or									
	upplies, lay sieges, andraze villages f they want themost tactical experien		tions across the face of We	etoroe						
	ressful and overwhelming to play ast				t allodde and get	t Pesources flowin	10			
The Kinghi can sometimes best	essitu and overwhelling to play asti	ne pressure is on them non	II all otherteam members t	o wiii batiles agairis	t allouus ariu gei	resources nowin	ıy.			
The typical Round for a Knight w	vill consist of a few actions, all taking	placein Banner Order.								
	before any move on to the next step									
They will:										
Pay upkeep in Resource Card	ds orGold to maintain each army									
2. Spend Resource Cards or Go	ld todraft new armies at controlledSt	rongholds								
3. March each army up to one la	ind									
4. Perform an action for each an	my									
5. Help their Lords collect Resou	rceCards from controlled lands onth	e Westeros Map								
Teamwork										
	t youare just one piece in the machin									
	lieving that you'rethe most important			map and the most	direct means of o	gaining Power.				
	ile you may win or lose some battles									
if you go into this game with a m	indset ofoperating alone, you're in fo	or arrustrating and unsatisty	ring experience.							
Ask the Lord to make Alliances	both official and through backchanne	al deale, beneficial to your	current military etrategy							
	ctories on the battlefield will be deter			ore of your toam						
, , ,	re influence over the military than yo			cro or your team.						
	ow where your Resources are thin ar			v expansion.						
	d to develop creative, powerful Secre			, . ,						
	o break or bend the rules of the gam			ect you want and ma	akes sense.					
It's a way for creative players to	gain a real leg-up against their enem	nies, as well as introducing	some more freeform eleme	ents to the strict tack	tical game and b	reak up the tense	mood.			
Ask the Heir to join the fight at ke	ey moments, especially if your House	e has excess Gold to hire s	ellswords.							
The Heir can come to the table a	at any time and break Banner Order	when that player acts.								
	to throw in a sudden Force March or									
	one advantage you have is that this				ver the timing.					
	the mobility of the Heir to relay mess	ages and keep your team u	up to date on the goings or	n at each table.						
Collaborate with the Heir to figur										
Delving for Relics adds Power, s	special abilities, and Gold, but can als	so eat up a lot of time.								
Cimilarly with the Maneter ager	dinate and decide where their limited	I number of actions can be	host apost at the Citadal to	able: Delies Coeret	or Dork Wings	Dork Words				
· ·	nore valuable for you, and which are		best sperit at the Citader to	able, Relics, Secret	s, or Dark wings	Dark Words.				
-	ve a huge impact on what kind of sp		to the Westerns Table ea	ch Round through T	raits and Bloodli	nee Carde				
	th all members of your team so that					nes caras.				
	e communication and working well a									
Military Theory & Strategy										
The Westeros Table in Aegon's	Conquest has influences from severa	al popular war games, but i	is unique in its outlook and	implementation.						
The focus of this segment is to o	convey the themes of war as express	ed in the A Song of Ice & F	ire book series.							
Pitched combat is very difficult a	-									
	r position is the primary means of de	feating enemy forces.								
Communications get lost and re-										
	military commanders are frustrated t									
	villagers and smallfolk, are the ones	wno really suffer as their la	ands are torched and their	nomes destroyed b	y tne tighting.					
In the world of A Song of Ice & F	ire, war is nell.									
The map is divided into large zo	nes known as lands									
	a massive area, hundreds of miles a	cross filled with dozens of	villages and holdouts							
They are impossible to lock dow		5.000, Alled With GOZENS OF	Tinagos ana noidodis.							
	t are similarly very abstract and are r	not realistic.								
	oughout the map, using the wide spa									
	ist retreat is far more common than a									

Armies are only d	defeated when the	y are either starv	red out (cannot pay	y upkeep) or have been encircled	and cut off with ne	o place to retreat t	o safety.										
Since upkeep pla	ys such a large ro	ole in your comba	t effectiveness, be	e on the lookout for where you ca	n snag one or two	extra Resource ico	ons to best suppo	ort your armies.									
Try and make you	ur Lord's life easie	er by not requiring	him to beg for Re	esource trades each and every Ro	ound.												
Never commit to	a fair fight.																
The probabilities	for a single army	achieving any las	sting success are s	stacked heavily against you in all	rolls.												
In open combat, v	with all other factor	rs being equal, th	ne defender has a	significant numerical advantage.													
Look for ways to	gain Support or o	ther bonuses to y	our actions before	rushing into a fight; with another	army's action (pre	eferably from an all	lied House), a Re	elic, help from the N	light's Watch, or s	ellswords bought	with Gold.						
Similarly, always	bring multiple arn	nies to bear down	and gang up on a	a trapped enemy army.													
Use Cut Off and I	Raid to stop them	from retreating a	nd put them to dea	ath.													
Charging in and h	noping to roll well	is not a good stra	itegy.														
Plan for poor rolls	S.																
Lastly, if you can	manage to outma	neuver your foe	and get into unpro	tected enemy lands, Raid is a ve	ry powerful weapo	n in your arsenal.											
				ays works with no die rolls, and o			emy to recover fro	om.									
Likewise, never le	et an enemy army	get into a positio	n where they can	set your lands to the torch.													
Use your Heir bor	nus action or wha	tever other kind of	of maneuvering is	necessary to keep an army or Str	ronghold protecting	g your lands.											
· ·																	
I threw them back	k. Lord Tywin, Gre	egorClegane, Ado	dam Marbrand, I tu	irnedthem away. Stannis, though	" Hegrimaced.	"Stannis? What of	f Stannis?""He los	st the battle at King	i's Landing,"Edmu	re said unhappily.	"His fleet wasburned, his army	routed."ASOS Catel	yn I				
"Bolton was defea	ated by my father	onthe Green For	k." "But not broker	n," saidSer Cleos. "He came sout	h again whenLord	Tywin marched ac	ainst the fords.TI	he word at Riverru	n was that he'dtak	en Harrenhal from	n Ser AmoryLorch."ASOS Jaim	e I					
				nderHelman Tallhart and Robett	_						•		willbe caught bety	ween them, with a	third ofStark's stre	enath."ASOS Tyric	on I
,	,	,						, , , , , , , , , , , , , , , , , , , ,								, , , ,	
Game Mechanics																	
Control Stickers																	
	game, place one	of your House's	control sticker on e	each of the lands with text matchi	ing your House col	lors.											
				ory you begin the game with.	3,												
			•	pe indicated by its Resource icon	is each round.												
				those with only one.													
			ntrolled by no Hou														
			,														
Many lands also I	have a Stronghold	d icon. a black an	d white symbol tha	at looks like a castle gate.													
-			-	t for newly created armies.													
Each House start																	
		ou ongriolae ana															
Each House start	s with two armies																
			e armies on lands	with Stronghold icons controlled	by their House												
	g=g.	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			.,												
Strongholds																	
_	nahold iconpreve	nt enemy armies	from using theRai	id action and Oppose enemy arm	iesusing either the	Give Battle or Co	ngueractions										
Resource Icons		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		, , , , , , , , , , , , , , , , , , , ,	J												
	s work together a	t theend of each	Round to Harvest	Resourcesfrom lands under their	control. Landsprod	duce Resource Ca	ards as per theind	licated icon.									
				thoseResources, plus a third Res													
				Resource of the types listed, with													
Cattle																	
Grain																	
Iron																	
Lumber																	
Targaryen Lands																	
Blackwater Bay																	
o House Seat																	
o Stronghold (Dra	agonstone)																
o Iron x2	,																
Massey's Hook																	
o Cattle, Grain																	
Kingswood																	
o Lumber x2																	
Duskendale																	
o Stronghold (Du	n Fort)																
o Lumber	,																
Cracklaw Point																	
o Stronghold (Wh	nispers)																
(V V I I																	

o Lumber										
Maidenpool										
o Cattle										
Arryn Lands										
Vale of Arryn										
o House Seat										
o Stronghold (Th	e Eyrie)									
o Iron										
Gulltown										
o Cattle, Grain										
Saltpans										
o Grain										
The Mountains o	f the Moon									
o Stronghold (Th	e Bloody Gate)									
o Iron										
Green Fork										
o Stronghold (Th	e Twins)									
o Cattle	,									
West Vale										
o Grain										
The Fingers										
o Cattle										
The Sisters										
o Cattle										
Stark Lands										
Wolf's Wood										
o House Seat										
	-4f-II)									
o Stronghold (Wi	nteriell)									
o Lumber The Gift										
o Cattle										
Grey Cliffs										
o Iron										
Sheepshead Hills	3									
o Iron										
White Harbor										
o Stronghold (Wo	olf's Den)									
o Grain, Lumber										
Barrowlands										
o Lumber										
The Rills										
o Lumber										
The Neck										
o Stronghold (Gr	eywater Watch)									
o Cattle										
Hoare Lands										
The Trident										
o House Seat										
o Stronghold (Ha	rrenhal)									
o Cattle										
Red Fork										
o Stronghold (Riv	rerrun)									
o Cattle										
Iron Islands										
o Stronghold (Py	ke)									
o Iron x2										
Seagard										
o Lumber										
Cape Kraken										
o Lumber										
Stoney Shore										
o Iron										
Sea Dragon Poin	t									
a bragon i on	•									

o Lumber						
Bear Island						
o Lumber						
Lannister Lands						
Lannisport						
o House Seat						
o Stronghold (Casterly Rock)						
o Grain, Iron						
Ashemark						
o Stronghold (The Crag)						
o Iron						
Hornvale						
o Stronghold (Golden Tooth)						
o Cattle						
Silverhill						
o Iron						
Stoney Sept						
o Lumber						
Cornfield						
o Grain						
Searoad Marches						
o Grain						
Crakehall						
o Cattle						
Gardener Lands						
The Mander						
o House Seat						
o Stronghold (Highgarden)						
o Grain x2						
Golden Grove						
o Lumber						
Cider Hill						
o Grain						
Dornish Marches						
o Stronghold (Horn Hill)						
o Cattle						
Oldtown						
o Stronghold (The Citadel)						
o Grain						
The Arbor						
o Grain						
Brightwater						
o Grain						
Old Oak						
o Lumber						
Martell Lands						
Broken Arm						
o House Seat						
o Stronghold (Sunspear)						
o Grain						
Salt Shore						
o Cattle						
Godsgrace						
o Grain						
Boneway						
o Stronghold (Yronwood)						
o Lumber						
Hellholt						
o Iron						
Sandstone						
o Grain						
Red Mountains						
o Stronghold (Starfall)						
o Strongnoid (Stantall)						

o Iron, Lumber										
Wyl										
o Cattle										
Durrandon Lands										
Shipbreaker Bay										
o House Seat										
o Stronghold (Storm's End)										
o Cattle, Lumber										
Bronzegate										
o Grain										
Tarth										
o Stronghold (Evenfall)										
o Cattle										
Greenstone										
o Cattle										
Mistwood										
o Stronghold (Griffon's Roost)										
o Lumber										
Blackhaven										
o Cattle										
Summerhall										
o Grain										
Ashford										
o Grain										
Upkeep Phase										
	nd Resources to support your armies									
	nust spend one each of Lumber, Catt		ny.							
	n of five armies, no matter the Resou									
	te for any Resource cards on a one-f	for-one basis.								
Your unsupported armies are of	herwise disbanded and destroyed.									
Knights do not pay any upkeep of	during the first turn.									
During the Upkeep Phase, you r	may spend 1 Lumber, 1 Cattle, 1 Gra	in and 3 Iron to field a new army at	any Stronghold you control.							
A House with zero armies forms	a new army for free at their House s	eat, even if they no longer control the	neir House seat.							
March Armies										
	ach ofyour armies up to one space.									
Armiesmay move in and out of la	andsregardless of any enemy armies	i.								
Marcheach House's armies in B	anner Order.									
Actions										
Each army performs one of the	seven listed actions below.									
It is then flipped over to signify the	hat it's turn is over.									
Activate each House's armies in	Banner Order.									
However, at any time during the	Round an Heir may come to the table	le, interrupt Banner Order, and give	one of their House's armies a bo	nus action.						
An Heir with matching colors in t	the Brawn Trait of their Bloodlines Ca	ard may also spend up to three gold	at this time to hire sellswords that	at will either Support	or Oppose any ar	my on a one-for-or	ne basis, in additi	on to their bonus action.		
Support										
	oradjacent land an extra die to its ro	Ilsuntil the end of its next turn (take	thetwo highest dice).							
Place a blue SupportToken next										
	i i									
Oppose										
	oradjacent land an extra die to its ro	Ilsuntil the end of its next turn (take	thetwo lowest dice).							
Place a red OpposeToken next to			ĺ							
Raid										
When in a land with:										
No enemy armies										
No stronghold										
Not controlled by your House or	an allied House									

Remove the control sticker, leaving thetern	, ,										
This landdoes not produce Resources until	il anarmy uses Conquer to p	place a newcontrol sticker on it.									
Give Battle											
Spend your time to attack an enemy,non-a		encheddefensive position.									
Roll two dice, addthe results, and consult to											
If the land has a Stronghold and enemyco	ntrol sticker, your army is O	pposed.									
10 or higher: The enemy army is Routedan											
7-9: Pyrrhic Victory, both armies areRoute											
6 or less: Disaster! Your army is Routedan	nd must retreat.										
An army that is Routed mustimmediately n			ess of enemy armies present.								
Ifthere are no adjacent friendly lands or the The owner of a Routed armydetermines w		my isdispanded.									
The owner of a Routed armydetermines w	nere that army is movedto.										
Conquer											
Conquer To perform this action, your army mustbe	in a land:										
Not containing an enemy army	iii a iaiiu.										
Not controlled by an alliedHouse											
Either adjacent to a landcontrolled by your	House or isyour House se	at									
Entire adjacent to a landcontrolled by your	riouse, or isyour riouse ser	at									
Roll two dice, add the results, andconsult t	the table below.										
If the land has aStronghold and a control s		d. If the land has nocontrol sticker a	at all. your army isSupported.								
	, , , , , , , , , , , , , , , , , , , ,		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,								
10 or higher: Put your House controlsticke	r on the space.										
7-9: The smallfolk deliver their harvests,bu		TemporaryControl token on the area	a allowing youto Harvest resource	s this round only.							
6 or less: Outlaws harass your army andw		. ,	J	1							
Force March											
Move an additional space. May only beuse	ed in Summer.										
Cut Off											
Enemy armies may not move out of thelan	nd you are in this round.										
Routedenemy armies are instead disband	ed.										
This effect ends if this army is Routed.											
Timing											
Typically, the Westeros Table is the lasttal			ppening atthe table.								
Heirs and the Night's Watchwill show up e											
Here are a few tips to keep thingsmoving I	briskly, for the benefit of the	game as a whole.									
17. W . OV. L											
The Westeros GM should be areferee a								. Otada Harra Larriata	Condesia Martell Diseased		
 Set up the Westeros Table in thebest lo Have an additional sign clippedto the He 									Gardener→ Martell → Durrandon.		
Have clearly visible smallerbanners atta									ado so at a later Pound		
Have the Knights work with the Lords to						ive or actionsayan	st each other bu	t cancertainly position themselves t	odo so at a later Rourid.		
3. Have the Knights work with the Lords to	collect the appropriaterveso	Juice Cards from the vesteros Givi	duling harvest. See Lords & Thion	le l'able loradullic	onar information.						
Setup											
Large table, a minimum of 4'x8'											
As big a map as you can ofWesteros with	the indicatedborders. Resou	urce icons, andlands of Aegon's Co	onquest								
o This can end up as a bigexpense and sh				rucial item							
Figurines, such as tabletoproleplaying gan				1							
Cards to represent the fourResources (Iron	-			Opposeactions							
A printed sheet of round stickersof each H											
A set of 5 cards with the Housebanner for			cards)								
Westeros GM sheet											
Dozens of six-sided dice											
Optional Setup											
A croupier stick to clean dice offthe table											
Plastic swords for each Knightwould be pr	etty cool										

rovide a colorful name tag toidentify the player's House andtheir role as Knight.							
sorted a colorial name tag toldentily the player of reduce and their role as rungit.							